

2008 Juniors' Workshop

Snare Drum Skill Level Placement

These two musical selections will help us determine what skill group to place you in when you attend the Juniors' Workshop. Remember, if you have registered as a beginner, you do not have to complete this portion of the registration.

If you have any questions about these musical selections or the skill level assessment, please contact SFC Mark Reilly at 703-696-8521 or by email at john.reilly@conus.army.mil.

Directions

1. Print off the following two musical selections.
2. Take a few minutes and look over each selection. The goal is to be able to play the selection with little practice.
3. Video yourself playing the two selections, or whichever one you are able. *Note that this is a change from sending audio recordings in the past.* If you have never learned to read music, please record yourself playing a tune that best demonstrates your musical abilities. Video recordings can be on any format of video media (DVD, mini-DV, VHS, etc.). Please be sure to write your name on the recording.
4. Send the recording to the address below no later than September 19, 2008. On the lower front corner of the package please write ATTN: SNARE DRUM

Commander
3d US Infantry Regiment (The Old Guard)
ATTN: FDC – Juniors' Workshop
201 Jackson Avenue
Fort Myer, Virginia 22211-1203

Intermediate Drum Piece

SFC Reilly, MSG Simpson

The score is for an intermediate drum piece in 2/4 time, featuring Snare and Bass drums. The notation includes various rhythmic patterns, rests, and dynamic markings (accents). The piece is divided into measures, with some measures containing multiple strokes. The notation uses 'R' for right hand and 'L' for left hand. The score is organized into four systems, each with two staves (Snare and Bass). The first system starts with a 7-measure phrase. The second system starts with a 5-measure phrase. The third system starts with a 9-measure phrase. The fourth system starts with a 13-measure phrase. The piece concludes with a double bar line. The notation includes various rhythmic patterns, rests, and dynamic markings (accents). The piece is divided into measures, with some measures containing multiple strokes. The notation uses 'R' for right hand and 'L' for left hand. The score is organized into four systems, each with two staves (Snare and Bass). The first system starts with a 7-measure phrase. The second system starts with a 5-measure phrase. The third system starts with a 9-measure phrase. The fourth system starts with a 13-measure phrase. The piece concludes with a double bar line.

7

3

7

5

10

7

9

3

3

3

3

13

1.

2.

1.

2.

Advanced Drum Piece

SFC Reilly, MSG Simpson

This musical score is for an advanced drum piece, featuring two staves: Snare Drum and Bass Drum. The piece is written in 6/8 time and consists of 15 measures. The notation includes various rhythmic patterns, rests, and dynamic markings (accents). The piece is divided into four systems, with measure numbers 5, 9, 13, and 15 indicating the start of new sections. The first system covers measures 1-4, the second covers measures 5-8, the third covers measures 9-12, and the fourth covers measures 13-15. The notation uses standard drum notation with 'R' for right hand and 'L' for left hand, and includes various note values (quarter, eighth, sixteenth notes) and rests. The piece concludes with a double bar line at the end of measure 15.

Snare Drum

Bass Drum

5 9 9 7

9 15 15 9

13 9 9 1. 2.

1. 2.